Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	78	vertex operation	US-PGPUB; USPAT	ADJ	ON	2004/12/30 07:56
L2	961	pixel operation	US-PGPUB; USPAT	ADJ	ON	2004/12/30 07:57
L3	35	1 same 2	US-PGPUB; USPAT	ADJ	ON	2004/12/30 07:57
L4	0	unified shader	US-PGPUB; USPAT	ADJ	ON	2004/12/30 07:57
L5	1	unified adj2 shad$	US-PGPUB; USPAT	ADJ	ON	2004/12/30 07:58
L6	32204	shader or shading	US-PGPUB; USPAT	ADJ	ON	2004/12/30 07:59
L7	138	programm$ adj3 6	US-PGPUB; USPAT	ADJ	ON	2004/12/30 07:59
L8	8	3 and 7	US-PGPUB; USPAT	ADJ	ON	2004/12/30 08:07
L9	61	primitive assembly	US-PGPUB; USPAT	ADJ	ON	2004/12/30 08:07
L10	12	3 and 9	US-PGPUB; USPAT	ADJ	ON	2004/12/30 08:15
L11	10	6 and 10	US-PGPUB; USPAT	ADJ	ON	2004/12/30 08:16
L12	770409	sequenc$	US-PGPUB; USPAT	ADJ	ON	2004/12/30 08:17
L13	312283	register	US-PGPUB; USPAT	ADJ	ON	2004/12/30 08:17
L14	1560	6 same 12	US-PGPUB; USPAT	ADJ	ON	2004/12/30 08:18
L15	50	13 same 14	US-PGPUB; USPAT	ADJ	ON	2004/12/30 08:18
L16	0	3 and 15	US-PGPUB; USPAT	ADJ	ON	2004/12/30 08:18
L17	15	3 and 12	US-PGPUB; USPAT	ADJ	ON	2004/12/30 08:20
L18	7	3 and 13	US-PGPUB; USPAT	ADJ	ON	2004/12/30 08:18